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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/777,770	02/13/2004	Ronald D. Halliburton	36888-201052	2955
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VENABLE, BAETJER, HOWARD AND CIVILETTI, LLP P.O. BOX 34385 WASHINGTON, DC 20043-9998				
EXAMINER SKAARUP, JASON M				
ART UNIT			PAPER NUMBER	
3714				

DATE MAILED: 02/10/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No. 10/777,770	Applicant(s) HALLIBURTON ET AL.	
	Examiner Jason Skaarup	Art Unit 3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 13 February 2004.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-31 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-31 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|---|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152) |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date <u>06/22/04</u> . | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Information Disclosure Statement

1. The Examiner considered the Information Disclosure Statement (IDS) submitted on June 22, 2004.

Claim Rejections - 35 USC § 103

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

3. Claims 1-12 and 29-31 are rejected under 35 U.S.C. 103(a) as being unpatentable over Thacher et al. (U.S. Patent No. 5,917,725) in view of Kelly et al. (U.S. Patent No. 5,882,258).

Thacher et al. teach a network tournament data system for electronic games allowing a winner to be determined from a plurality of players (Abstract). Thacher et al. also allows for downloading winner information, advertising, various messaging and data to modify games to be played (Abstract). Tournament games in Thacher et al. can be single games scattered at various locations (col. 1, lines 64-65) and can be any type of computer run game (col. 2, lines 11-20). Thacher et al. provides a user a menu to select different games (col. 15, lines 55-62) with predetermined entry criteria including a predetermined start time (col. 7, lines 28-31). Upon tournament completion, Thacher et al. determines a winner and stores, distributes and displays winner and rank information

(col. 8, lines 1-20). The network tournament system of Thacher et al. can set variable/selectable information transmission times for the system, which would allow transmission times to be set before and after game play. However, Thacher et al. does not explicitly provide specifics as to the mechanics of particular games, such as card games, nor does Thacher et al. display scores on a website. In a related gaming apparatus, Kelly et al. teach a solitaire game (Figure 3 along with the related description thereof), where input and other pertinent information regarding the solitaire game is transmitted between a game unit and a server (col. 7, lines 23-42). The Internet is one form of communication used for connection between the game unit and the server (col. 4, lines 1-4). The solitaire game of Kelly et al. is played similarly to a standard solitaire game by moving cards to a column or an ace stack (col. 9, lines 19-37), a play field background and a card back graphic (Figure 3 along with the related description thereof). A scoring method of Kelly et al. is based on successful moves and time duration of the moves by a player (col. 2, lines 35-38), wherein a game score speed is indicated by an elapsed timer (col. 13, lines 11-30). The solitaire game of Kelly et al. awards a bonus when a column is cleared (col. 13, lines 41-46). Kelly et al. also teach a solitaire game where a play stack exists for reserving cards for future use and a drawn card can be placed in the reserved play stack if no column positions are open (col. 16, lines 46-47) and a solitaire game where a game pattern comprises a method to end the game when a player does not draw another card (col. 14, lines 38-43). Further, Kelly et al. teach a central server used for inter-device communication (col. 7, lines 23-42), wherein the central server can control all aspects of the game (col. 7, lines 23-42).

Server control in Kelly et al. includes unique game pattern per players produced through randomized decks (col. 11, lines 16-24), wherein players can compare scores (col. 4, lines 35-38) and any card game can be used (Abstract and col. 17, lines 25-30).

Solitaire only describes one game embodiment of Kelly et al. (col. 2, lines 57-60). One would be motivated to modify the tournament system of Thacher et al. to include the specifics of the games of Kelly et al. as Thacher et al. desirably teaches that any type of game can be applied to the tournament system (col. 2, lines 11-20). Further, Kelly et al. teach individually played games, tracking user scores, allowing users to compare scores for competition that stands as a natural transition to a tournament structure, as taught by Thacher et al. It would have been obvious for one skilled in the art at the time of the invention to modify Thacher et al. to include the game specifics taught by Kelly et al. to provide users with a structured tournament card game system. Furthermore, as Kelly et al. teach Internet communication, providing posted scores on a website is considered well within the capabilities of one of ordinary skill in the art, in light of the server stored and retrievable winner and rank information taught by Thacher et al.

In regard to the wildcard substitution of claim 8, Kelly et al. provides wildcards in a game of solitaire to allow for a greater range of movements (col. 111, lines 7-11). If a wildcard is substituted in place of another card in Kelly et al., when the substituted card becomes playable, it is inherent that the card be removed from play as it was substituted by a wildcard. Thus, it would have been obvious for one skilled in the art at the time of the invention to automatically reveal the next card below the substituted card because the substituted card had already been played by the wildcard.

Regarding claim 6, the combination of Thacher et al. and Kelly et al. teaches any game or card game used in the game system discussed above. Thus, it would have been obvious to one of ordinary skill in the art at the time of the invention to implement a notoriously well known game such as Klondike. Furthermore, the multiple discard play feature is commonly known in the game of Klondike and other solitaire games.

Regarding claim 9, the combination of Thacher et al. and Kelly et al. teaches any game or card game used in the game system discussed above. Thus, it would have been obvious to one of ordinary skill in the art at the time of the invention to implement a notoriously well known game such as FreeCell, which uses the features of multiple future play stacks to allow a card to be usable at any time during the game.

Regarding claims 30 and 31, the combination of Thacher et al. and Kelly et al. teaches any game or card game used in the game system discussed above. Thus, it would have been obvious to one of ordinary skill in the art at the time of the invention to implement a notoriously well known game such as Spades, which uses the feature of ending a game with a predetermined score.

Claim 14 is rejected under 35 U.S.C. 103(a) as being unpatentable over Thacher et al. in view of Kelly et al. as applied to claim 12 above, and further in view of Mothwurf (U.S. Patent No. 5,919,090).

The combination of Thacher et al. and Kelly et al. teaches a gaming system discussed above and additionally teaches players attempting to achieve predetermined goals or tasks (col. 4, lines 58-61 of Kelly et al.) and that game conclusion can be triggered by a particular game state or other condition (col. 5, lines 38-47 of Kelly et al.).

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However, the combination of Thacher et al. and Kelly et al. does not teach ending a game when exceeding a predetermined score. In a related gaming system, Mothwurf teaches ending a game when a score exceeds a predetermined value (col. 2, lines 43-46). One would be motivated to modify the combination of Thacher et al. and Kelly et al. to use a predetermined score as a trigger to game conclusion, due to the fact that game conclusion trigger was generically stated in Applicant's specification without criticality and left as a design choice for a user to implement.

Claims 13 and 15-28 are rejected under 35 U.S.C. 103(a) as being unpatentable over Thacher et al. in view of Kelly et al. as applied to claim 12 above, and further in view of Spaur et al. (U.S. Patent No. 6,196,920).

The combination of Thacher et al. and Kelly et al. teaches a gaming system discussed above and additionally teaches playing a tournament game where players continue a game until a progressive goal is achieved (col. 7, lines 1-4 of Kelly et al.), verifying a user name and ID, deducting money from a player's account to play a game (col. 4, lines 45-50 of Kelly et al.), collecting scores over a predetermined time period (col. 14, lines 40-50 of Kelly et al.) and non-randomly shuffled decks (col. 11, lines 20-22 of Kelly et al.). However, the combination of Thacher et al. and Kelly et al. does not explicitly teach a first player to cause a finishing game function wins the game, wherein tournaments are available to other players upon completion of a previous game and multiple play stacks from where cards may be moved to ace stacks or columns. In a related gaming device, Spaur et al. teach a tournament game (Figure 3 along with the related description thereof) where a game server controls a game that is downloaded

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and played by multiple client machines in communication with the game server over communication links including the Internet (col. 2, lines 27-38). Spaur et al. also teach the transfer of a person's identity to a server that is then sent to all game participants (Figure 3 along with the related description thereof), displaying a game result and comparing all game participants' scores (Figure 6 along with the related description thereof), displaying advertisements on a player's computer (Figures 6 and 9 along with the related descriptions thereof), displaying graphic elements including cards (Figure 6 along with the related description thereof), allowing continuing play of the tournament game (Figure 7 along with the related description thereof), a first player to cause a finishing game function wins (col. 3, lines 14-16 and Figures 6, 7 and 10 along with the related descriptions thereof), tournaments being available to other players upon completion of a previous game (col. 3, lines 20-22) and multiple play stacks from where cards may be moved to ace stacks or columns (Figure 3 along with the description thereof). One would be motivated to modify the combination of Thacher et al. and Kelly et al. to include game elements taught by Spaur et al. in the tournament solitaire game as both teach solitaire games played against opponents on the Internet and the additional tournament features of Spaur et al. directed to card games would allow more seamless game play as desirably taught by Kelly in col. 2, lines 11-23. It would have been obvious to one of ordinary skill in the art at the time of the invention to include the additional tournament features taught by Spaur et al. to provide seamless game play in order to provide a faster, more entertaining, and rewarding game as taught by Kelly et al. (col. 2, lines 11-23).

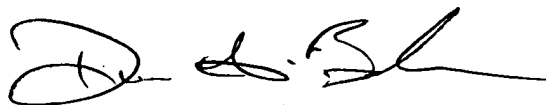
Conclusion

4. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure and is listed on the attached Notice of References Cited (PTO-892).

Any inquiry concerning this communication or earlier communications from the Examiner should be directed to Jason Skaarup whose telephone number is 571-272-4455. The Examiner can normally be reached on Monday-Thursday (10:00-8:00).

If attempts to reach the Examiner by telephone are unsuccessful, the Examiner's Supervisor, Derris Banks can be reached at 571-272-4419. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).



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